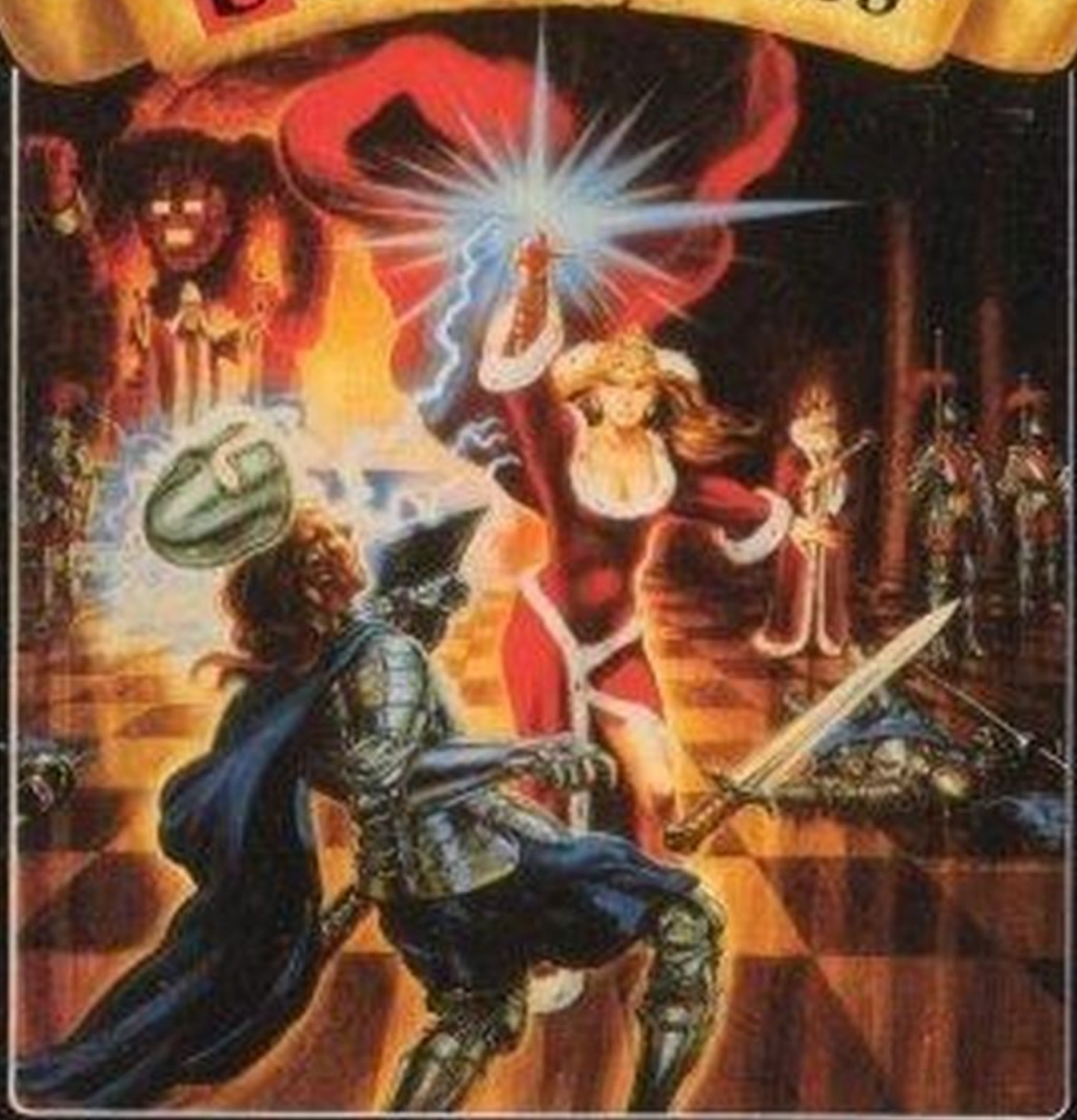
NES-C6-USA ★

Battle Chess™



INSTRUCTION MANUAL

DATA EAST

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This game is licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

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PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high-precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

Please read this instruction manual to ensure proper handling of your new game, and then save the booklet for future reference.

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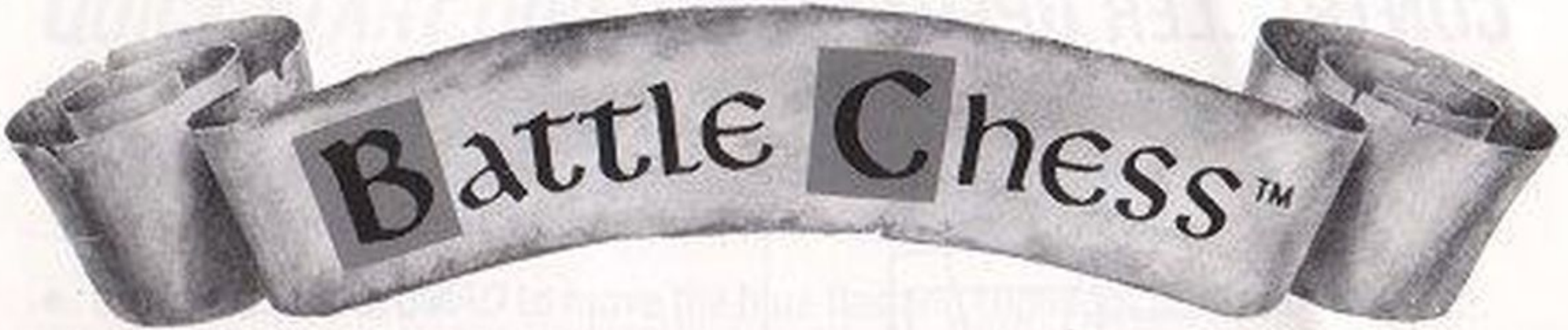


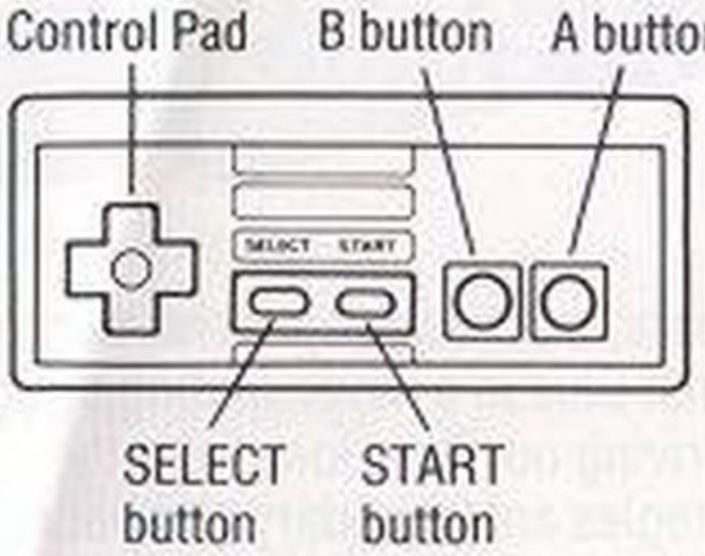
"Welcome to our kingdom. For thousands of years, our two peoples have waged bloody battle for control of the board. Red against Blue in a never-ending struggle for total dominance. We now ask your help in driving our Blue foes from the empire that is rightfully ours. Your military strategies are legendary and your bravery unequalled throughout this land. You will need them both in vanquishing your foe, for he is a mighty adversary. And brute force will get you nowhere in a land where the lowliest pawn can topple my lovely, mighty queen. Patience and planning are the keys to unlocking victory. I place my entire army at your disposal – and our fate in your hands."

– King Red

"Hey you Red windbag, this board ain't big enough for both of us. So quit yackin' and let's make with some warfare."

– King Blue

CONTROLLER OPERATION



The Highlight Box is controlled as follows:

A BUTTON: Choose Piece, Move and Options.
B BUTTON: Show Available Moves or Choose Another Piece.
START BUTTON: Begin Game.
SELECT BUTTON: Go to Options Menu.
CONTROL PAD: Move the Highlight Box and Game Options Selector.

QUICK START DIRECTIONS

If you are familiar with the game of chess and want to get started right away:

- Press *START BUTTON* to proceed to the Game Board, which is automatically set for a one-player game (you are Red) at the easiest difficulty setting.
- Use the *CONTROL PAD* to move the blue flashing Highlight Box onto the piece you wish to move (Red moves first).
- Press and hold *B BUTTON* to show all available moves for this piece (you may skip this if you already know where the piece can and cannot move).
- Press *A BUTTON* to choose the piece you wish to move.
- After choosing which piece to move, use the *CONTROL PAD* to move the green flashing Highlight Box onto the square where you want your piece to move and press *A BUTTON*.
- After your piece occupies its new space, your computer opponent will then make its move (a flashing "Thinker" in the upper-left-hand corner of the screen shows that the computer is weighing its possible moves).
- The flashing blue Highlight Box will show you that it's your turn again.

- Whenever a piece captures another piece, the two pieces will go to the Battle Zone for an animated battle sequence, after which the game will return to the board for the next move.

If you do not completely understand the game of chess, the "Basics of Chess" Section in this manual should prove quite helpful.

GAME OPTIONS MENUS

Through the Game Options Menus, Battle Chess can go from a fun game for first-time chess players to a sophisticated chess-simulator for even the most experienced chess masters. You can reach the Main Game Options Menu by pressing *SELECT BUTTON* anytime the Highlight Box is flashing on the board.

Use the *CONTROL PAD* to move the Game Options Selector (the hand that points to your selections) around any of the Game Options Menus and press *A BUTTON* to make any selections.

The Main Game Options Menu lists three categories: *MOVE*, *SETTINGS*, and *LEVEL*. Moving the Selector to any of these three settings and pressing *A BUTTON* will open up more detailed selections menus under each category. These are all detailed on the following pages.

Once you have adjusted Game Options to your chosen settings, you can return to the game board to play under your new settings by pressing *SELECT BUTTON*.

MOVE OPTIONS

These are your options under the *MOVE* category of the Main Game Options Menu:

NEW GAME: This options lets you start a new game at any time – just in case you get tired of watching your army getting slaughtered during any particular game.

SET UP BOARD: This option lets you set up games for testing your chess strategies or for playing out classic chess problems. When you choose *SET UP* you will be shown a two-dimensional display of the board as it was when you entered the Game Options Menus – even if it was in the middle of a game. You can rearrange any of the pieces by moving them around the board as you would in regular game play. You can remove pieces from the board by moving them to the areas located on either side of the board. You can move pieces back onto the board from these side areas. To help you set up the board, there are three additional Menu Options available while you are in *SET UP*. To reach these options, press *SELECT BUTTON* while you are at the *SET UP* board:

CLEAR BOARD: Removes all pieces except kings.

RESTORE BOARD: Returns board to the way it was when you entered *SET UP*.
DONE: Takes you back to the Game Board so you can play out the game you've set up.

TAKE BACK: This option lets you take back the last move made by either side. You can take back up to the last three moves you've made.

REPLAY: If you are playing in three-dimensional mode, this option will give you an "instant replay" of the last battle sequence in the Battle Zone.

SUGGEST MOVE: The computer will offer suggestions on possible moves by highlighting one of your pieces and a recommended destination on the Game Board.

SETTINGS AND LEVELS OPTIONS

These are your options under the *SETTINGS* category of the Main Game Options Menu:

3D PIECES: Shows animated, three-dimensional Game Board pieces that walk around the board and do battle in the Battle Zone.

2D PIECES: Shows classic depiction of chess pieces that do not walk or do battle, making for a quicker game.

HUMAN-RED: Assigns Red pieces to a human player.

NINTENDO-RED: Assigns Red pieces to the computer.

HUMAN-BLUE: Assigns Blue pieces to a human player.

NINTENDO-BLUE: Assigns Blue pieces to the computer.

Under the *LEVELS* option, you can choose the difficulty of play against the computer from *NOVICE,* the easiest level, to *LEVEL 5*, the most difficult. The more difficult you choose a setting, the more time the computer will take to decide its moves and the more carefully it will plan its strategies, making for a better game.

THE BASICS OF CHESS

This section details the very basics of chess – it's only enough to get you playing Battle Chess, because a thorough understanding of chess-play is an art that could take years to perfect. Yet Battle Chess can make the game enjoyable for anyone who has an understanding of the following principles.

The Rules

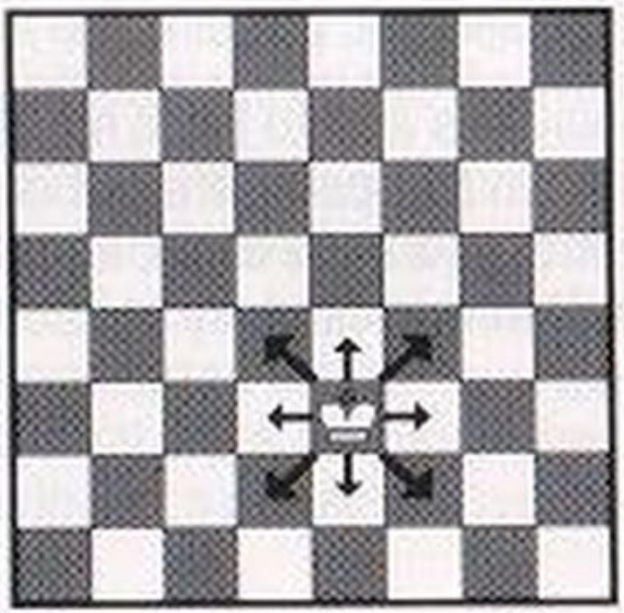
- Two players take up different sides of the board – traditionally the white side and black side (red and blue in Battle Chess) – trying to place the opponent's King in "Checkmate" in order to win the game.
- Each player has, in order of importance, one King, one Queen, two Rooks, two Bishops, two Knights and eight Pawns.
- The Board is made up of 64 squares – eight squares by eight squares that alternate white and black.
- White moves first, then players alternate turns throughout the rest of the game – each player must move when it is their turn.
- Only one piece may be moved from one square to another per turn. See "Special Moves" for the only exception to this rule, "Castling."

- Each different piece moves in its own unique way but none may jump over or pass through any other piece on the Board, except for the Knight, which may jump over other pieces and cannot be blocked. Movements for individual pieces are detailed in "Pieces."
- Players may only move their piece onto a square that is not occupied or onto a square occupied by one of their opponent's pieces, in which case they "Capture" the opponent's piece by removing it from the Board and placing their own piece in that square. Any piece may capture any other piece on the Board.
- Once a piece is captured it is out of the game. The only way a piece can make it back into the game is through "Pawn Promotion," which happens when any one of either player's pawns reaches the other end of the board from where it started – the row where his opponent's King started the game. If a pawn reaches this row, its player may choose to what piece the pawn shall be promoted. It is possible, under this scenario, for a player to have more than one Queen on the Board at one time.
- Whenever either player's King is threatened by any of his opponent's pieces and that piece could capture the King on its next move, the King is said to be in "Check." (Battle Chess lets you know when either side is in check by ringing a bell and showing a picture of a crown with a check-mark under it on the left-side of the screen).

- A player in Check must use his or her next turn to get the King out of Check by either moving the King to a square where it is not in Check, blocking the threatening piece's path to the King (except in the case of the Knight), or by capturing the threatening piece. Logically, the King may never be moved onto a square where it would be in Check.
- When a player's King cannot escape Check in any of these ways, it is in "Checkmate" and that player is the loser of the game.
- If neither player is able to place his opponent's King in Checkmate and the game has worn down to a point where it is clear that neither side wil be able to do so, the game ends in a draw or tie, known as a "Stalemate," and neither player is victorious. Winning can only be accomplished through a successful Checkmate.

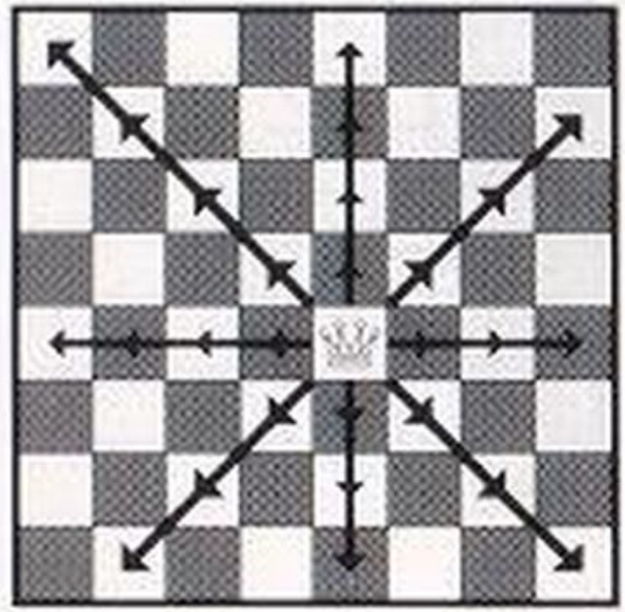
The Pieces

This is your King and these are its moves:



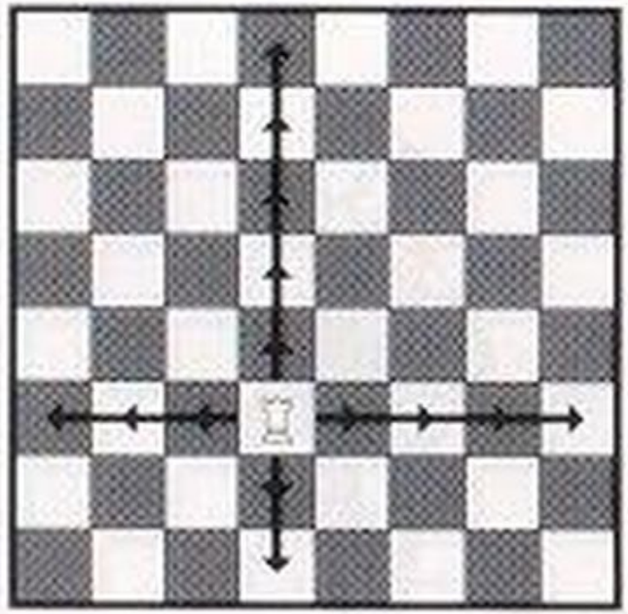
The King may be moved one square at a time (except when Castling) in any direction – right, left, up, down or diagonally – and may never move into Check.

This is your Queen and these are its moves:



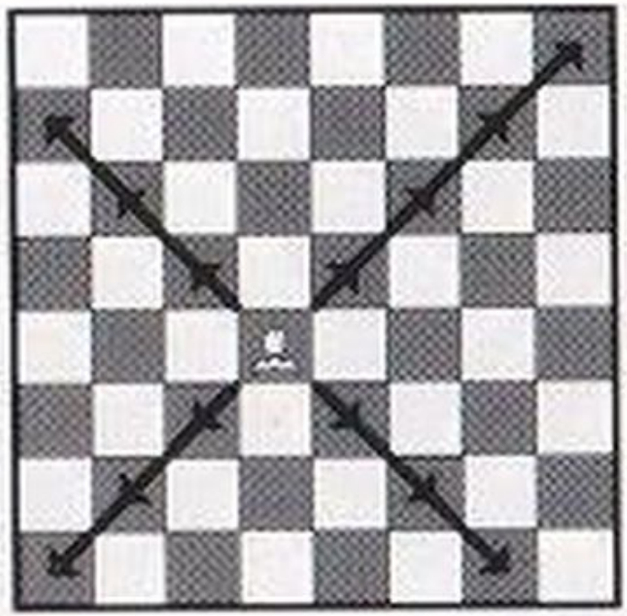
The Queen may move in any direction like the King, but may move in a straight line as many squares as the player decides, so long as no other pieces are jumped over or passed through on the way.

This is your Rook and these are its moves:



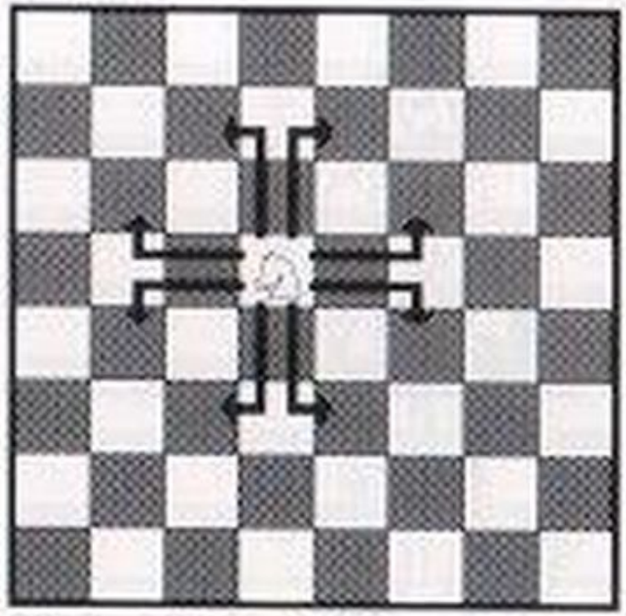
The Rook may only move up-or-down or side-to-side on the Board and may move as many squares as the player decides in a straight, unblocked line.

This is your Bishop and these are its moves:



The two Bishops may only move diagonally on the Board – one on white squares and one on black – and may move as many squares as the player decides in a straight, unblocked line.

This is your Knight and these are its moves:



The Knight moves in an "L" pattern in any of the four directions shown, going forward two spaces and then one space to either side. In all, the Knight has eight squares to which it may "jump" without disturbing any of the pieces between itself and those squares.

This is your Pawn and these are its three moves:

On its first move only, each Pawn may move either one or two squares forward only. After its first move, a pawn may only move forward one square at a time unless its path is blocked by any other piece on the board. The pawn may not capture another piece directly in front of it. Instead, it captures pieces that are at either one of the two diagonal squares in the direction which it is moving.

Special Moves: Castling and En Passant

Castling is a move that may only be used once in a game by each player – that is if certain conditions are met. Castling is done for two reason: To place the King in a stronger defensive position and the Rook in a stronger offensive position. By Castling, a player moves the King two squares either right or left and then moves the Rook (from the corner in the direction the King is moving) to the opposite side of the King.

This is the only time in the game that two pieces may be moved by a player during a single turn. Sound confusing? It's not really if you follow the three diagrams below, which show you the Board before Castling (A), the Board after Castling to the left (B) and then the Board after Castling to the right (C):

A

B

C

There are three restrictions placed on Castling:

- Neither the King nor the Rook could have moved during the game prior to Castling;
- There must be a clear path between the King and Rook;
- The King cannot be in Check, cannot move into Check and cannot move through Check (if any square between the King and Rook is in the line of attack of any opposing pieces).

Castling in Battle Chess is accomplished by moving the King two spaces right or left. If the above-listed conditions are met, the computer will understand and will move the Rook automatically.

En Passant is a rare case when your opponent moves a Pawn two spaces on its first move and passes through a square that is in the diagonal line of attack of one of your Pawns. When this happens, you have the option of making the diagonal move and capturing the Pawn, even though it is not occupying the square to where you move your pawn. Confused again? O.K., here are the ever-helpful diagrams of the Board, before the En Passant (A), the En Passant move (B) and the Board after the En Passant (C):

A B C

En Passant applies only to Pawns and is only allowed following the opposing Pawn's first two-square move. En Passant is accomplished in Battle Chess by moving the Pawn diagonally to the open square, at which point the computer will remove the captured pawn from the Board.

HINTS AND TIPS

For help as you learn chess, make use of Battle Chess' Suggest Move Option to guide you in understanding good strategic moves. You should also know the three phases of a chess game and the objectives of each phase:

- During the Opening Game you should try to establish your position in the middle of the board with your Knights and Bishops, establish your defensive position for the King and keep your Queen and Rooks from getting bottled up – establish an opening for these power pieces to get out onto the board;
- Your focus during the Middle Game should be capturing pieces – the more powerful the better – by attacking aggressively, but remember your opponent is thinking the same thing so watch where you put your pieces otherwise you are bound to lose a Queen or Rook before you know what hit you.
- By the time you reach the End Game, less significant offensive pieces like the King and Pawns become very significant – particularly because of Pawn Promotion, a Pawn in the End Game could prove more important than a Bishop or Knight – use these pieces offensively to close out the win.

Please realize that this is a very basic overview of the game of chess. There are numerous books available should you choose to pursue the game more seriously. But whether you do or not, we hope you find Battle Chess to be as fun and challenging for you as it is for us.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

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